TRI MICRO

Value Conscious Software

Watch for other excellent
TRI MICRO, INC.
programs in your area.

SPATIAL BILLIARDS

Load "I",8

There are three (1 red and 2 green) balls in a cubic space. The aim of the game is to drive the green balls into the hole on the facing wall, or at least move both green balls. The player controls the red ball's speed and moving direction by joystick:

Up/Down/Left/Right	moves the cursor
Up/Down/Left/Right with the fire button held down	changes the height of cursor's position

Scoring:

1 green ball in the hole	20 points
2 green balls in the hole	40 points
both green balls hit by a single shot	10 points
for any collision	10 points

Points gathered in one round are only added to the total score if a collision has been made in the last shot.

Game one - select the direction of the red ball by moving the cursor to the required place. Press fire twice. When the required shot power is displayed in the top right corner of the screen, press fire again, and the ball will start towards the cursor. This game can be played by one to four players. Each player can continue as long as he scores at least 10 points per shot and does not lose the red ball in the hole. The player who first scores 800 points is the winner.

Game two - the same as game one, except that the starting speed and direction of the red ball is fixed. The player can alter its trajectory by the joystick. The speed of the red ball is decreasing gradually.

Game three - first the player has 10 tries to sink both green balls. If he succeeds then in the next round he has 9 tries to do the same. This procedure continues until only one shot remains to sink both balls.

Note - you can restart any game by pressing the F1 key while a ball is moving. You can restore a previous configuration of balls by pressing the F3 key w

Any questions or hints can be referred to TRI MICRO, INC.
2116 S. Wright
Santa Ana, CA 92750

CASINO

LOAD INSTRUCTIONS:

Type: LOAD"1",8 press RETURN when the READY appears,
Type: RUN then press RETURN
When the menu appears, make your selection to play
Roulette, Miami Dice, Horse Race

ROULETTE

The roulette board is divided in 38 numbered slots (0-36 and 00). 18 numbers are red, 18 black and the 0 and 00 have no color.

BETTING OPTIONS:

a) If you bet on red, black, even or odd, your odds will be 1 to 1 on each bet.

b) If you bet on any of the three rows (12 numbers), your odds will be 2 to 1 on each bet.

c) If you bet on any number, your odds will be 36 to 1 on each bet.

MIAMI DICE

To play this craps game, you must have the joystick in port 2. Each shooter has a personal key which enables him to place a bet. The players are numbered from left to right and the keys are numbered as such: player 1 with betting key 1, player 2 with betting key 2 and so forth.

To choose players, the screen prompt asks you to press the correct number (1-4) for your game. Pushing the joystick forward allows you to view, select and then re-name the characters to your desire. The computer chooses the other players to make the table up to four players.

When you have a view of the table the stickman, the one with the stick, announces "They're coming out" and passes the dice to the shooter. This is the first chance that you have to place a bet.

To place your bet, press your betting key and then the screen will show a plan view of the table. Use the joystick to position the icon on the correct part of the table and press fire. You then have a chance to increase or decrease the value of the bet by pushing the stick forward or backward.

You can lay odds after a point has been established by highlighting the appropriate box on screen before moving around the table. Pressing F1 allows the placing of behind the line odds bets. If the player wishes to exit from betting without placing a bet, press F7 - you cannot make a bet of zero!

Other options available in betting mode:

Space - shows a summary of bets placed and currently in play (AC means "any craps")

Shift - shows the material status of the player in terms of number of houses, cars and boats that he owns

F7 - Exits from betting mode to main game screen

X - Allows a player to exit from game temporarily. He returns to the game by pressing his betting number

Q - exits, permanently, from game and gives an 8 digit code to move your financial status to the next game. You must also remember the name used

E - allows the entry of codes described above. The cursor moves to the betting box the eight digits need to be given

R - resets the game to the starting position and can only be selected at betting time

To shake the dice, the shooting player should wiggle the joystick and then press the fire button to throw them. Once the dice have come to a halt, the winning bets will be shown along the bottom of the screen and then continue to the next roll. If the shooter loses, then the dice pass to the next player and the betting/rolling sequence continues. If a player runs out of money then he cannot roll anymore. If all physical players run out of money the computer will take over the game and continue in demonstration mode. If a player wins over $1,000,000, the house limit, he will be asked to take his friends to another casino and the game will restart.

BETTING AT A CRAPS TABLE

The shooter is obliged to bet that he will win and the first roll of the dice is the "come out" roll. On this roll there are three possible outcomes. If the player rolls 7 or 11, so called naturals, then he wins his bet immediately. There are three numbers that cause an immediate loss, 2, 3 or 12, these are known as craps. If the player throws any other combination (4,5,6,9 or 10) then he has thrown a point number and the decision of win or lose is made by subsequent rolls. The aim of these rolls is to roll the same number again, and thereby win, before you roll a 7, in which case you lose. This means that a throw of 7 is a winning roll on the come out roll and a losing throw thereafter. All the bets on the table are cleared by a throw of 7 and paid out or taken by the casino.

You will need to know a few betting terms and the odds for specific bets. The winning shooter is said to "pass" or to make a right bet. A losing shooter is said to "miss" or make a wrong bet.

The table has a "Pass Line" where you can bet that the shooter will win and a "Don't Pass Bar 12" line where you can bet that the shooter will lose. The "Bar 12" refers to an adjustment made by the casino to retain it's statistical advantage. It means if the come out roll is 12 then, despite the fact that the shooter loses, the bettor doesn't win and the bet is a stand off.

Another area of the table is a "Come" area which is only used after the shooter has established a point and places a bet that the shooter will win. There are three possible outcomes for this type of bet. A natural wins for the come bettor, a crap means a loss and a point total means that the bet is moved to the correctly numbered box to await the outcome of the next rolls, judged as described above.

The "Don't Come" bet is similiar to the "Don't Pass" bet (the opposite of the Come bet and has a similar restriction, Bar 12, in order to retain the casino advantage).

Other bets that can be made include:
"Place or box numbers to win" - a player can bet that any number will appear before a 7.

"Place or box numbers to lose" - the opposite of a place to win bet.

"Hardway bets" - those numbers which can be formed by the two dice showing the same number (e.g. 4 made of two 2's) can be bet upon and the bettor wins if the number is made that way, either before it is made the other way (i.e. 1 & 3) or before a 7 is thrown.

"Field bet" - placed near the numbers below the Come area, this is a bet that one of the numbers shown, 2,3,4,9,10,11,12 will be thrown on the next roll.
"One roll 2", "One roll 12", "One roll 3", "One roll 11" - all these bets rely on the number concerned being thrown on the next roll.

"Big 6" and "Big 8" - known as sucker bets because they can be played by using other combinations on the table, place or box numbers to win, which pay better odds - these two bets are that 6 or 8 will appear before 7.

"Any craps" - a bet that 2,3 or 12 will appear on the next roll.

"C" or "E" - these circles are for bets that craps (2,3,12) or 11 will be thrown on the next roll, also known as a "Horn bet".

BETTING ODDS

BET	ODDS
Win Line	Even
Don't Win	Even
Come	Even
Place to win	
4 or 10	Even
5 or 9	8 for 5
6 or 8	4 for 3
Place to lose	
4 or 10	6 for 11
5 or 9	3 for 4
6 or 8	Even
Hardway	
4 or 10	8 for 1
6 or 8	10 for 1
Field bets	
2	3 for 1
12	4 for 1
Others	Even
One roll 2	30 for 1
One roll 12	30 for 1
One roll 3	15 for 1
One roll 11	15 for 1
Any craps	8 for 1
Big 8	Even
Big 6	Even
C or E	5 for 1

HORSE RACE

In this game, you win money only if you bet on the horse that crosses the finish line in first place. The amount you win depends on the odds of each horse that will be shown at the beginning of each race.

Additional instructions are shown as you play each game.

Try our other fine products at your local retailer.

For assistance, please write:

TRI MICRO, INC.
2116 S. Wright
Santa Ana, CA 92750

SPATIAL
BILLIARDS
and
CASINO

TRI MICRO